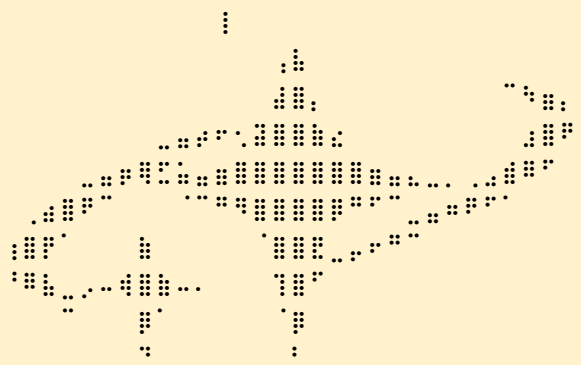
Tales of Stars



by Faucheusestar

It's a strange place full of conspiracy theories, alien and ancient artifacts. Lovely phenomena like star showers every night and strange space related powers. Who really knows what you might find, let's hope it's a lovely, adorable alien and not some sinister creature from the depths of space!

Take **1000 Choice Points** to fund your adventures.



Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• In the nature
You're in nature, far from the visual pollution of cities, and you're stargazing, perhaps accompanied by someone precious to you, new or old.

2•A farm
You observe a flying saucer stealing a cow strangely after its departure you notice that you own: **Cow [100 CP | Free for Alien and conspiracy]** or **100 CP** if you have this origin

3• a pyramid
You're in a pyramid when, leaning against the wall, you stumble into a small secret room that has yet to be visited! What could it be hiding?

4• A UFO
You've been abducted by an alien! Luckily you wake up sooner than expected and they've tied you up really badly!

5• **Land of tales**
Maybe there's a place in a fairytale/a game/story or any media related to stars/alen/zodiac that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Zodiac [Free]
You have a great affinity with the constellations and have always observed the sky. And now the stars are watching you and lending you a helping hand.

Alien and conspiracy [Free]
Aliens are everywhere, maybe you're one yourself, but the worst thing is that nobody's talking about them!

Race

Human [Free]
You are a boring vanilla human, hope this universe has those otherwise you might stick out.



Alien [Free]
You are an alien with the appearance you want and some little alien powers if you want something really powerful you can but must add an extra 200, 400 or 600 CP.



Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Blessed by your sign [Free]
You get free perks and items relating to your own astrological signs or at least the corresponding part of the perk or item if it concerns several signs.

Therianthropy [100 CP]
You can transform yourself into your astrological sign animals or if you are an animal like rabbit/tiger/dog and other signs, into a human hybrid or an anthropomorphic animal sign.

Blessed by the Sun [400 CP]
The sun really is your friend. Not only will you never get sunburned, but its touch will always be pleasant for you, and the higher it is in the sky, the greater your power.

Stars Genius [400 CP]
You're a master of everything related to space, planets and the stars, so any advantage or power related to this theme is greatly enhanced. What's more, you learn anything related to this subject five times faster, whether it's ancient magic or spaceship construction.

Engraved in the stars [700 CP]



Space is a fascinating place, but it's also a frightening place, whether it's the nasty Aliens, the renegade or not so renegade Jumpers and other planeswalkers, the unspeakable cosmic horrors, and yet you can defend yourself against them. Your abilities will continue to function, your mind will remain intact but the same can't be said of them! As if you were a cosmic horror they will lose little by little their sanity, become killable by even mundane weapons and lose their abilities as if their fiat baked or similar failed. However, this only works if you're the innocent defending yourself against an evil space creature and will fail if you're the one launching the invasion or if you're evil and seeking conflict. After all, in stories, space invaders often fail in the end.

Drop in

Astronomer [100 CP | Free for Drop in]
You are a great astronomer who knows by heart the movements of the stars and their significance.

Under the same sky [100 CP | Free for Drop in]
Somewhere, people like you are observing the stars and asking the same questions. You'll notice that no matter what the distance or dimensions, you'll meet more and more of your destined people, whether they're the best friends you've ever seen, or your soul mate(s).

Other stars [200 CP | Discounted for Drop in]
As a Jumper, you could see a little further than our stars, and take advantage of the power of otherworldly constellations like those in Elder Scrolls and other media.

Rising Stars [200 CP | Discounted for Drop in]
You're a rising star Jumper and no I'm not talking about the star but the celebrity. Choose a field and your talent will quickly enable you to gain the skills and fame specific to your chosen profession. With each jump you can choose a new one if you wish or keep the old one to amplify the effect.

The Magic of the stars [400 CP | Discounted for Drop in]
You can generate tiny stars of pure stellar energy, singularities and any space-themed attack you can think of to attack your enemies, but that's not all you can also use rituals that require specific star positions.

Your Star [400 CP | Discounted for Drop in]
You may know that certain divinities were linked to planets, choose one planet/stars and you will be able to use the powers linked to its legend as well as invoke an illusory version in the sky to reinforce you and your allies.

Wish Upon a Star [600 CP | Discounted for Drop in]
You can make one wish each time you jump, the power of the wish is proportional to your own power, but it can make things happen that you can't. When it does, a shower of shooting stars will suddenly fall.



The 12 signs of the Jumper [800 CP | Discounted for Drop in]
Perhaps you've already played using other tales of? If so, take twelve of your old versions for these jump docs, you will be able to summon an ethereal form composed of pretty star patterns from each of them. Although much weaker than you they have your build of the time! Additionally you can decide that the people you want are born according to the corresponding Zodiac animal/theme and they will gain traits related to your old choices at the time. If you haven't done any Tales of or you prefer it that way, you can take alt forms you have and base the effect on the iconic things you were known for using them.

Zodiac

All your zodiac sign [100 CP | Free for Zodiac]
There are several zodiacs, although some have been discredited for being nothing more than a modern invention. With these you can obtain the traits and abilities linked to your sign. Whether it is an affinity for certain wood increasing their effectiveness for that Celtic

Stars Therianthropy [100 CP | Free for Zodiac]
You can transform yourself into any creature or object related to your own sign of the zodiac. And it doesn't matter if the zodiac you want has existed for hundreds of years or is just a modern invention.



Rat (zodiac) [200 CP | Discounted for Tale Zodiac]
You have the powers of the Chinese zodiac rat, including a mastery of the element water in Wuxing magic, as well as a good understanding of this type of magic.



Ox (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac ox, including a mastery of the element earth in Wuxing magic, as well as a good understanding of this type of magic.



Tiger (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac tiger, including a mastery of the element wood in Wuxing magic, as well as a good understanding of this type of magic.



Rabbit (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac rabbit, including a mastery of the element wood in Wuxing magic, as well as a good understanding of this type of magic.



Dragon (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac dragon, including a mastery of the element earth in Wuxing magic, as well as a good understanding of this type of magic.



Snake (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac snake, including a mastery of the element fire in Wuxing magic, as well as a good understanding of this type of magic.



Horse (zodiac) [200 CP | Discounted for Zodiac]
You have the powers of the Chinese zodiac horse, including a mastery of the element fire in Wuxing magic, as well as a good understanding of this type of magic.



Sheep (zodiac) [200 CP | Discounted for Zodiac]

You have the powers of the Chinese zodiac sheep, including a mastery of the element earth in Wuxing magic, as well as a good understanding of this type of magic

Monkey (zodiac) [200 CP | Discounted for of Zodiac]

You have the powers of the Chinese zodiac monkey, including a mastery of the element metal in Wuxing magic, as well as a good understanding of this type of magic

Rooster (zodiac) [200 CP | Discounted for Zodiac]

You have the powers of the Chinese zodiac Rooster, including a mastery of the element metal in Wuxing magic, as well as a good understanding of this type of magic.

Dog (zodiac) [200 CP | Discounted for Zodiac]

You have the powers of the Chinese zodiac dog, including a mastery of the element earth in Wuxing magic, as well as a good understanding of this type of magic.

Pig (zodiac) [200 CP | Discounted for Zodiac]

You have the powers of the Chinese zodiac pig, including a mastery of the element water in Wuxing magic, as well as a good understanding of this type of magic.

Seen through the stars [200 CP | Discounted for Zodiac]
You can predict events by analyzing the movements of the stars... Yes, astrology really works for you and what you discover in relation to the sign will turn out to be true.

Constellation summoning [400 CP | Discounted for Zodiac]

You can summon mythological figures linked to the constellations, such as Chiron for the constellation of Sagittarius. They will be loyal to you and will possess all the abilities they are known for.

New constellation [600 CP | Discounted for Zodiac]
This will allow you to create new constellations immortalizing the exploits of the heroes and monsters of the jump you're in. These new constellations will give some of the traits and powers emblematic of their legend to those born under these new signs, including you. What's more, they'll hear advice from the heroes and creatures representing them, making it easier for them to accomplish the same feats.

All constellations are friends! [800 CP | Discounted for Zodiac]
You are truly loved by the star spirits, who will even answer your call and fight by your side and you enjoying the powers of each constellation as if you'd been born under them. What's more, you're masters in the art of creating artifacts that harness the powers of the constellations, so you can create armor, talismans and all sorts of objects that offer the powers of their constellations to their wearer, no matter what kind of culture the constellation is in!

Alien and conspiracy



Alien shape [100 CP | Free for Alien and conspiracy]
You are a creature with an extraterrestrial appearance. If your form is that of an Earth cat, you could take the form of a cat from Saturn or similar for another animal, or change your appearance to give it a space theme.

I'm human and I do human things [100 CP | Free for Alien and conspiracy]
You're really talented in disguise, you almost look like the species you're trying to pass off. But up close and with time, people can see the deception though.



Psychic Alien [200 CP | Discounted for Alien and conspiracy]
It's well known that aliens have psychic powers! And with this you too, it will start out as a sleight of hand, but with time you'll be able to do more impressive things!



Non-Euclidean architect [200 CP | Discounted for Alien and conspiracy]
Who said that aliens were just swap-color humans with boring, banal architecture? Not you, anyway! With this you can use non-Euclidean architecture in your builds and modify the theme of what you already have or will get with this alien/eldritch theme, it will also now be made by you and gain all the advantages it would have had that way!

Alien expert [400 CP | Discounted for Alien and conspiracy]
Why is it that the strange garish color and toy gun appearance is the norm for alien weapons in many media? Well you tell us because you are an expert in alien technology. Whether it's flying saucers or futuristic guns you'll easily be able to understand them and do some retro engineering.



Ancient astronauts [400 CP | Discounted for Alien and conspiracy]
You're an expert in Tera-formation, you could easily take an unlivable planet and transform it into a local version of Earth or any other planet you're interested in! As well as creating life on that planet



The lovely alien friend [600 CP | Discounted for Alien and conspiracy]
You can assimilate organic matter, whether to copy the abilities of your prey or to infiltrate it. All you need is a simple touch to propagate yourself and a simple drop of your blood to control your host and allow it to propagate you too. You can control it as if it were your own body, or create a symbiotic or non-symbiotic relationship allowing you to get inside its mind and quickly become a figure it will consider as its friend and partner.

All conspiracies are true! [600 CP | Discounted for Alien and conspiracy]
With this, all conspiracies could well be true, or at least the one that suits you. Although this only applies to conspiracies you didn't create yourself, unless they're funny of course! Because the more absurd, convoluted and frankly idiotic the theory, the quicker it will become true and the more imposing it will be if you want it to be.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Drop in

Sheriff star [100 CP | Free for Drop in]
A nice sheriff's star when you're wearing it, no-one questions the fact that you're supposed to be there as part of the force of law and order, even if you're walking into a secret military base or in the middle of an official investigation! Any attempt to investigate you will see that you're perfectly legal and busy with an important case. You even get a salary every month with all the paperwork already done for you.

Flask [100 CP | Free for Drop in]
This delicious drink is petrol... yes petrol doesn't taste good but the alien won't know that and if he drinks it you'll have blown his cover! Either that or the person in front of you really likes to drink petrol, in which case get rid of it, you can never be too sure! You get a new flask whenever you want and it can take the appearance of all sorts of bottles.

Satellite [200 CP | Discounted for Drop in]

You have a large collection of satellites that always appear in orbit around the planet on which you appear at each jump. These can not only spy, map, give you an internet connection or monitor the weather but can also once every ten years drop a tungsten pillar on a target or fire an orbital laser.

UFO crash [200 CP | Discounted for Drop in]

Once every ten years, you'll see a spaceship crash, or discover one hidden under leaves or buried in the ground. No one but you can see them, and they always correspond to an ancient extraterrestrial civilization that could have existed in your current jump. This UFO is ideal for analyzing their advanced technology which makes use of the peculiarities of this universe, or for finding strange extraterrestrial artifacts.

Alien's weakness [400 CP | Discounted for Drop in]
Aliens are allergic to water! Yeah... Well that or something else, when you're fighting invaders from out of town, this vial contains the weakness of Alien and other extra-planar invaders. Maybe it won't kill them instantly but at least they'll probably die over time of something always stupid and funny because of a huge allergy! You sometimes get new vials from watching alien stories.

Spaceship [400 CP | Discounted for Drop in]
This is a powerful star-themed spaceship. It is powered by a miniaturized star surrounded by a Dyson Sphere, ideal for traveling through the infinity of space.

Guided by the stars [600 CP | Discounted for Drop in]
This object can be a pair of glasses, telescopes or even a simple sheet of glass it's up to you to see. It allows you to see the stars even in lots of daylight, and you'll notice a strange star that shines brighter than the others and is really easy to spot - it will always be in the direction of what you're looking for or where you want to go.

Planetarium [600 CP | Discounted for Drop in]
This planetarium represents all the nearby planets and those visited by you, you can zoom to see what's going on there and this will get past barriers and other means of jamming detection. Plus you have this strange object when you touch a building with it, it will create a miniature that you can place where you want on the planets and as many times as you want, although the resources to create said building will still be needed, you can also open stable portals there.

Zodiac

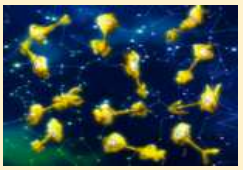
Zodiac goodies [100 CP | Free for Zodiac]

You get a zodiac key and the Chinese zodiac talisman of your choice. This can be taken several times for an additional 50 CP per key/talisman.

Zodiac [100 CP |Free for Zodiac]
What do you mean, signs? No, I'm talking about inflatable boats! Of course you can make these little lifeboats appear anywhere you like. Ideal if you find yourself in the water or if you like to make puns of questionable quality everywhere!

Star dress [200 CP | Discounted for Zodiac]

This collection of pretty zodiac-themed outfits cleans and repairs itself, as well as increasing the power of the sign in question and facilitating actions linked to the stars.

Zodiac keys [400 CP | Discounted for Zodiac]

A collection of keys, each based on one of the signs of the Zodiac and on each of the constellations. It will summon artifacts or beings linked to the name of the corresponding group of stars.

Chinese zodiac's talismans [600 CP | Discounted for Zodiac]

These are twelve talismans based on the Chinese zodiac and a reference to a well-known concept or expression about the animal it represents (for example, the cockerel levitates because it is a bird but does not fly).

- **Rooster:** Levitation and Telekinesis
- **Ox:** Super Strength
- **Snake:** Invisibility
- **Rabbit:** Super Speed
- **Sheep:** Astral Projection
- **Dragon:** Powerful fire blast that ignores resistance
- **Rat:** Object comes to life with powers, personality and memories based on the character
- **Horse:** Healing Regeneration
- **Monkey:** Animal Shape shifting
- **Dog:** Vitality and immunity to damage but you feels the pain
- **Pig:** Thermal Vision
- **Tiger:** Spiritual Balance, doppelganger

12 golden cloth [600 CP | Discounted for Zodiac]



These are twelve golden suits of armor, each with the theme of a sign of the zodiac. They are very resistant and protect their wearer very well as well as amplifying the energy of the cosmos. What's more, with time and training you'll be able to acquire the 7th sense and cosmic energy in general. For an additional 200 CP, you'll find that all your troops and other followers have armor/clothes or accessories linked to a constellation, reinforcing them with powers linked to this theme. Although not as powerful as the golden armor you've just obtained, it has the same properties and will allow your troops to have this energy too.

Alien and conspiracy

Cow [100 CP | Free for Alien and conspiracy]
Yes cows... Aliens create galactic technology to reach earth and all they do is steal cows, maybe to create ice cream or for the barbecue who knows you might want to investigate! In any case, you can make cows appear even a few meters in the air as if the flying saucer pilot was drunk that day!



String Theory [100 CP | Free for Alien and conspiracy]
This cork board is really very useful. Not only does it never seem to run out of space or thread, but it really helps a lot when you use it to figure out a conspiracy or whatever you want to do with it. Maybe figure out whose idea it was to make all the furniture legs so pointy!



144p Camera [100 CP | Free for Alien and conspiracy]
Yes, this camera makes a really bad picture, but that's precisely why it can take photos of UFOs and other strange creatures, even if they're camouflaged by advanced technology or powerful magic!



Crop circle [200 CP | Discounted for Alien and conspiracy]
Your own land contains a vast field of cereals, basically wheat, but if you throw a handful of seeds on it next time it will grow. What's more, it grows and harvests itself. As well as being ideal for making pretty crop circles.



UFO [200 CP | Discounted for Alien and conspiracy]
This is a perfectly functional flying saucer, albeit with a slightly old-fashioned look that seems to have come straight out of an old alien film.



Neuralyzer [400 CP | Discounted for Alien and conspiracy]
This memory-erasing device has the ability to erase the minds of people who see the flash. Once people are affected, they appear to enter a trance that leaves their mind open to suggestion. This allows you to replace memories with fictional stories and even give them certain instructions.



Tin foil hat [400 CP | Discounted for Alien and conspiracy]
The aliens thought they had you, but no! You've got the ultimate in anti-alien technology: the aluminum hat! With it, you generate a null psionic zone around you, and you are immune to all psychic power, mind control and terrible wave-based techniques such as 5G waves!



Secret organization [600 CP | Discounted for Alien and conspiracy]
Your own secret organization! Maybe it serves to keep secrets from the general public or maybe, on the contrary, you're an organization of extraterrestrials directing and plotting against humanity in the shadows!



The pyramids [600 CP | Discounted for Alien and conspiracy]
Like all sane people, you obviously know that the pyramids were built by extraterrestrials! And now you own the pyramids in their original state, with all the alien technology they contain.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Lucky star [200 CP]
It's like something is watching over you jumper, this little star or whatever shape you prefer is your guardian angel. She'll watch over you and might even save you, although from everyone else's point of view you're just lucky. She doesn't take up any space as a companion. In fact you're the only one to see her.

Scenarios

Scenario One [Alien invasion]



The situation is grave, Jumper, humanity... Or any other species you truly love and don't want to end up being probed and fed to tentacle creatures from outer space is in danger. An imposing fleet is approaching the planet and wants to take it over. You must defeat them as the commander chosen by the planet's inhabitants, and why not counter-attack? But beware, the invaders will always be more advanced and powerful than the species you chose at the start, and it's only with your help and the technology they develop that they'll have a chance of winning.

Reward

You've done it! It's amazing, surviving alien invasions seems to hold no secrets for you! Oh? it seems that the force you created to counter the invasion likes you! From now on you can summon it and all its equipment and ships wherever you are! They're now followers. And if they die, they'll wake up in lots of shape next month!

And **400 CP**

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

It's the aliens! [+200 CP]
No, jumper, it's not the aliens' fault that you stepped on that lego... Yes, it is! They're watching us, they know I know! Let's just say that you're going to be paranoid during this jump and think that there are aliens everywhere plotting against you, although it might not be paranoia entirely, who knows!

Diplomatic incident [+400 CP]
Ah, looks like the aliens didn't take too kindly to a family of Kentucky rednecks shooting at them while they were on a diplomatic mission. You're going to have to deal with an alien invasion that looks an awful lot like Sableyes, or maybe it's literally Sableyes, it's up to you. If you've taken the Alien Invasion scenario, well, now there's extra Sableyes coming to attack you!

Sus [+400 CP]
For the duration of this jump, one of your companions has been replaced by a creature who is a horrible, frightening alien who knows all about your friend's past and has the same abilities as her, as well as her appearance. This alien will try to eliminate you by stealth. But who could it be? Don't worry about your companion, he can see everything in a comfy cinema and has lots of popcorn and everything else he needs to live.

Old alien movie [+600 CP]
Do you like old alien movies like The Blob, The Thing, Body Snatchers? Well, I hope you do, because while you're here this kind of scenario will happen a little too often, and who knows, you might not be the real jumper... just kidding, check if you haven't got a plant doppelganger in the cupboard!

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Update log

- 08/11/2024 Additions of:
  New constellation [600 CP | Réduction pour Zodiac] Perk
  All constellations are friends! [800 CP | Discounted for Zodiac] Perk